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Autore	Dickinson Jon
Titolo	Grails 1.1 web application development [[electronic resource] ] : reclaiming productivity for faster Java web development // Jon Dickinson
Pubbl/distr/stampa	Birmingham, U.K., : Packt Pub., 2009
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Descrizione fisica	1 online resource (328 p.)
Collana	From technologies to solutions
Disciplina	658.4/06
Soggetti	Web site development Groovy (Computer program language) Application software - Development Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Table of Contents; Preface; Chapter 1: Getting Started with Grails; Why Grails?; Less configuration; Faster setup; Shorter develop/test cycle; Consistent development environment; Domain-specific language for web development; Fewer dependencies; Installing Grails; Build a team communication portal; Summary; Chapter 2: Managing Users with Scaffolding; What is scaffolding?; Create the domain classes; Create the User domain class; Create the Role domain class; Creating controllers to enable scaffolding; Control through constraints; Meeting the relations; Relating roles and users Ordering fields through constraints Bootstrapping demo data; Summary; Chapter 3: Posting Messages; Message domain class; Rendering a form; Message controller; Groovy Server Pages; Create message view; Grails layouts; Show the form; Handling user input; Binding the request to the domain; Validate and save; Flash scope; Redirect; Render validation errors; Feedback to the user; Create a home page; HomeController; List all messages; Home page view; Styles and navigation; Set the default page; Update the layout; Tidying up; HTML encoding; Overriding

validation error messages; Summary

Chapter 4: Introduction to GroovyWhat is Groovy?; Object-Oriented; Dynamic; Functional; Loosely typed and strongly typed; Why Groovy?; Familiar syntax; Direct integration with Java; Running Groovy; Installing Groovy; Groovy shell; Groovy console; Execute Groovy scripts; Groovy classes and scripts; Groovy Features; Semicolons; Strings; Numbers; Lists; Maps; Ranges; Truth and equality; Closures; Plain old Groovy objects; Metaprogramming; Adding dynamic behavior; The great pretender; Builders; Summary; Chapter 5: Authentication with JSecurity Plugin; Where to find plug-ins?; Installing a plug-in

Configuring JSecurity plug-inHow does JSecurity work?; More about realms; Create a simple realm; Implement authenticate; Dynamic finders; Implement hasRole; Install the authentication controller; The authentication filter; Password encryption; Add the missing pieces; Encryption of users' passwords; Permission denied page; Sign out link; Who posted that?; Relate messages to users; Making it happen; Showing the user; Hibernate lazy loading; Eager load users; Summary; Chapter 6: Testing; Writing unit tests; Why we write unit tests; Confidence in code; Improve design; Developer productivity Document codeHow to write unit tests; Test discreet units of code; Trust your libraries; Test your production code; Descriptive test names; Test one thing at a time; JUnit refresher; SetUp and TearDown; Asserting expectations; Unit tests in Grails; Groovy test extensions; Create a grails test; Running our tests; Grails testing plug-in; Testing Metacontroller; Testing validation; Limitations of Grails in unit tests; Integration testing; External dependencies; Repeatable tests; Integration tests in Grails; BootStrap for environments; Functional testing; Environment setup; Repeatable tests Test performance

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Sommario/riassunto

Reclaiming Productivity for faster Java Web Development

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